

PORTFOLIO

YUQING HAN TERM 3 ASSESSMENT

Semi-finished World

In the future, due to the attention span, people's interests always change. Inevitably, this world has become a semi-finished world. Incomplete is not a word to be avoided.

UNFINISHED HAPPINESS OPPORTUNITIES

many different unfinished space happiness opportunities

Due to attention span, many different unfinished, easily transferable, transitory space happiness opportunities.

Due to attention span, there are so many different unfinished, easily transferable, transitory space happiness opportunities in this world, to maintain emotional stability and the freshness of life.

Due to attention span, by creating so many different unfinished spaces with easily transferable elements that make up the space, include movable walls, corridors, furniture, lighting, we can simply move these elements around, we can ensure that transitory happiness opportunities can be obtained continuously in this world, to maintain emotional stability and freshness of life, so this space will remain unfinished forever. The whole future world is made up of semi-finished products

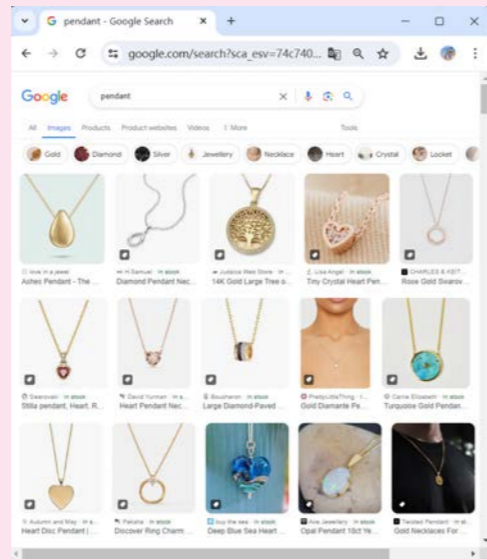


PROPS - BEADED NECKLACE

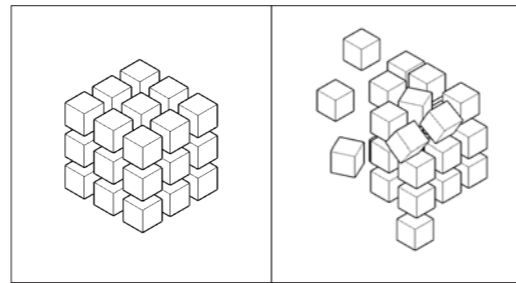
SPATIAL QUALITY CONTRAST



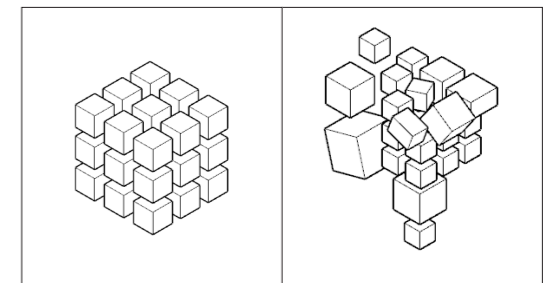
PROP



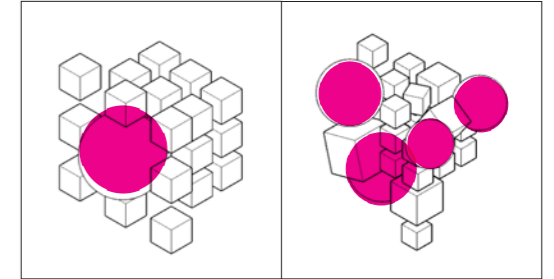
GOOGLE PENDANT



I NO RULES



II NO REPEAT UNIT



III NOT A SINGLE VISUAL FOCUS

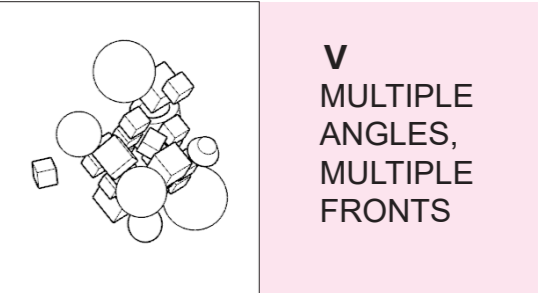
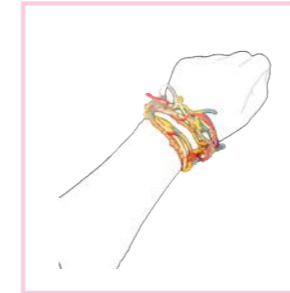
PROPS

The beads I noticed immediately at the museum fit my theme. I compare necklaces that have caught my attention with necklaces that are common and frequent. Asymmetrical structure, colorful colors, different weaving, different from other necklaces, this one has no opening.

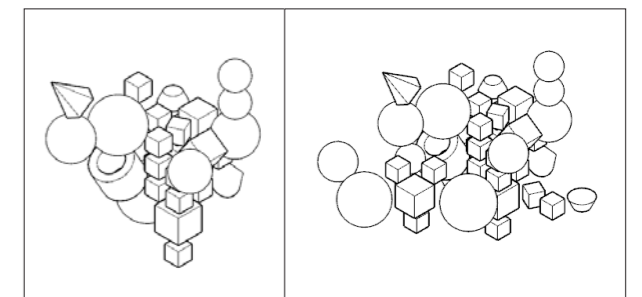
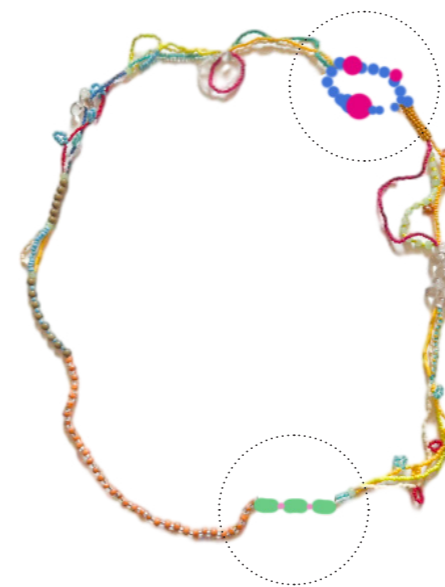


I made my own necklace based on the characteristics I discussed. I focused on adding different new materials, and the necklace has no end point and can be added indefinitely.

IV MORE ABUNDANT BUT IT'S ALSO MORE MESSY



V MULTIPLE ANGLES, MULTIPLE FRONTS



VII SUSTAINABILITY NEW INSPIRATION CAN BE ADDED AT ANY TIME

MATERIAL CULTURES - FRIEND



IN THE FUTURE WORLD, ALTHOUGH THERE IS CLUTTER EVERYWHERE, PEOPLE ARE HAPPY. A GIRL SAYS HELLO TO YOU, BUT YOUR ATTENTION ISN'T ON HER.

PROMPT midjourney generate an image of a city scene characterized by a linear, rough atmosphere with brushwork. In the foreground, a girl greets the camera, but the camera is out of focus there's a person happily engaged in doing handicrafts or playing, exuding warmth and happiness. Their hand is actively involved in the handicraft. However, their gaze is distracted, looking away from the task at hand. The individual appears content despite their lack of focus. The surroundings should be filled with semi-finished products, adding to the ambiance of creativity and productivity.

MATERIAL CULTURES - FOCUS



IN THE FUTURE, YOU'LL HAVE TO LOCK EVERYTHING ELSE AWAY TO STAY FOCUSED.

PROMPT The individual should be positioned in the foreground, with light illuminating their face and workspace to emphasize their focus. The homework materials should be scattered around the desk or table where they're working, including papers, textbooks, and writing utensils. In the background, there should be three walls covered with transparent password boxes, each containing various items. Some of the password boxes should be locked with mobile phones, others with computers, wrenches, yarn, and a variety of other objects.

MATERIAL CULTURES - PERSONAL SPACE



IN THE FUTURE WORLD, THE ARBITRARY DEVELOPMENT OF ANY INTEREST WILL INEVITABLY LEAVE A LOT OF TOOLS, MATERIALS, SEMI-FINISHED PRODUCTS, AND THE OWNER WILL BE TOO LAZY TO SORT OUT HALF OF THEM.

PROMPT midjourney generate an image of an empty room with a neat cabinet positioned on the far left. To the right of the cabinet, there's a pile of debris consisting of painting materials, common tools, sweaters, paper canvas, dolls, and metal parts stacked haphazardly. The wall behind is painted pink, providing a soft and warm backdrop. The paint on the far right was rubbed off when it wasn't drying.

METHOD - COMPRESSION



Rooms Through Time

See some of the ways in which homes and home life have evolved in the past 400 years.

The main living space of the home has been many things – a bustling hall, a formal parlour, a cosy living room.

The Rooms Through Time are based on real London homes and their owners would have had enough money to decorate and live comfortably.



In the future, people's desire to live in a different environment will come more and more frequently. The process is too fast to make radical changes and will be all crowded into the room.

Metal Cube - 1955 Chevrolet Bel-Air

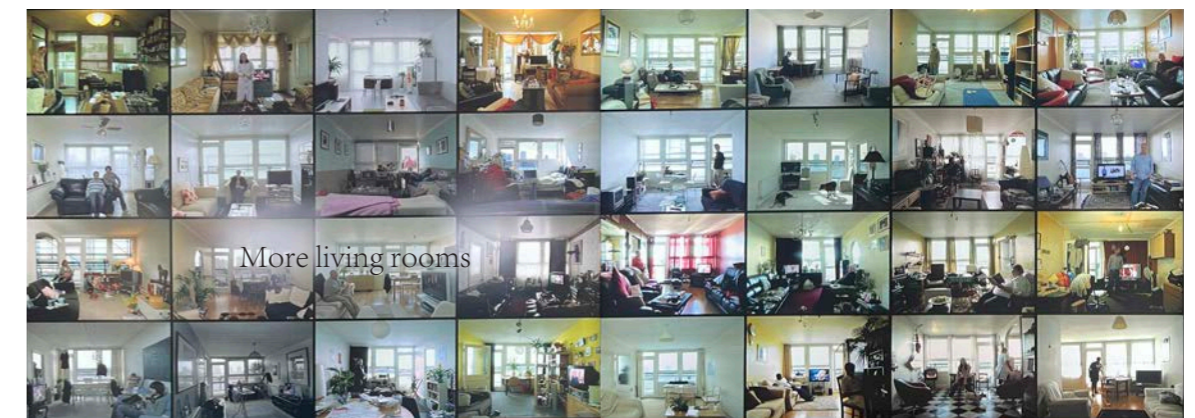
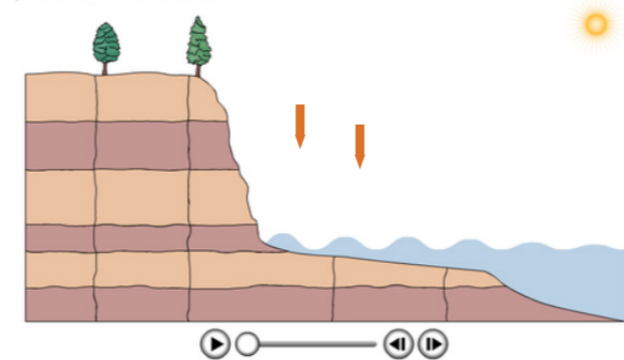


One can increase the space available by compressing and increasing the density.

For example, the 1955 Chevrolet Bel-Air, even when crushed into metal blocks, can still recognize some of its own features

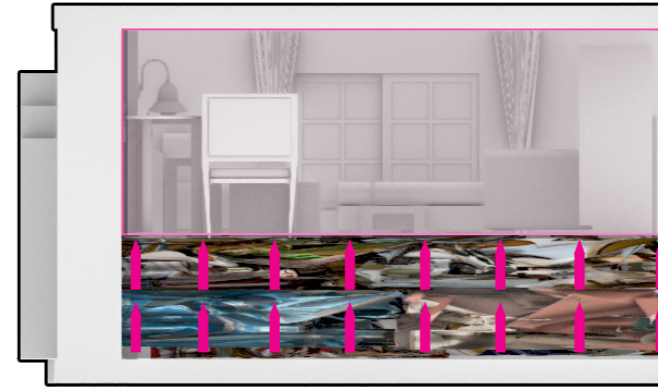


Cliff Retreat Along the Coast
The position of steep cliffs along the coast slowly moves inland through time, by a process called "cliff retreat."



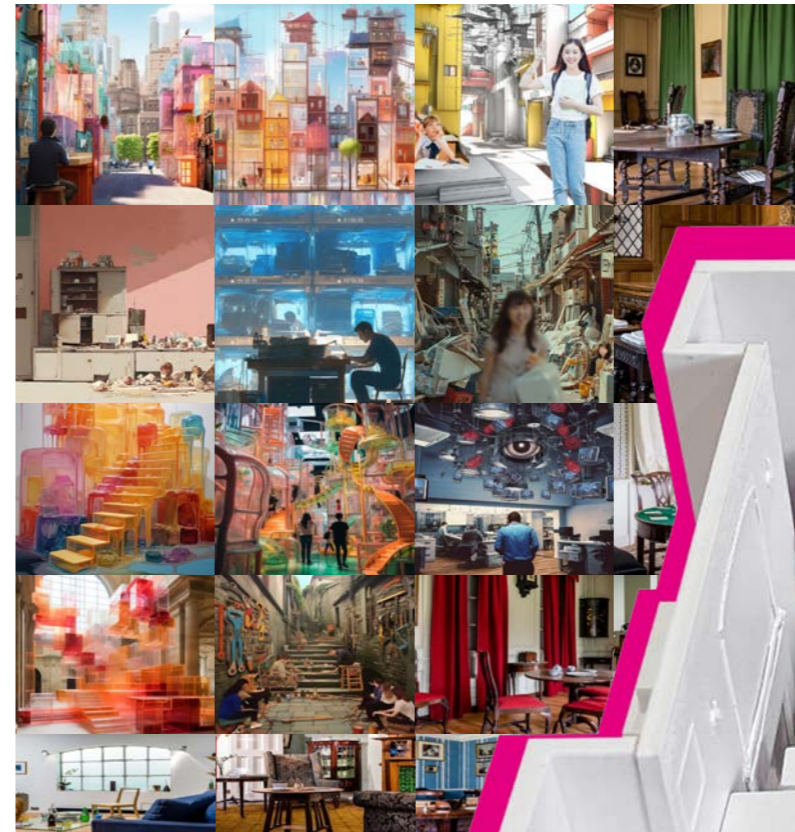
More living rooms

METHOD - COMPRESSION



COMPRESSION

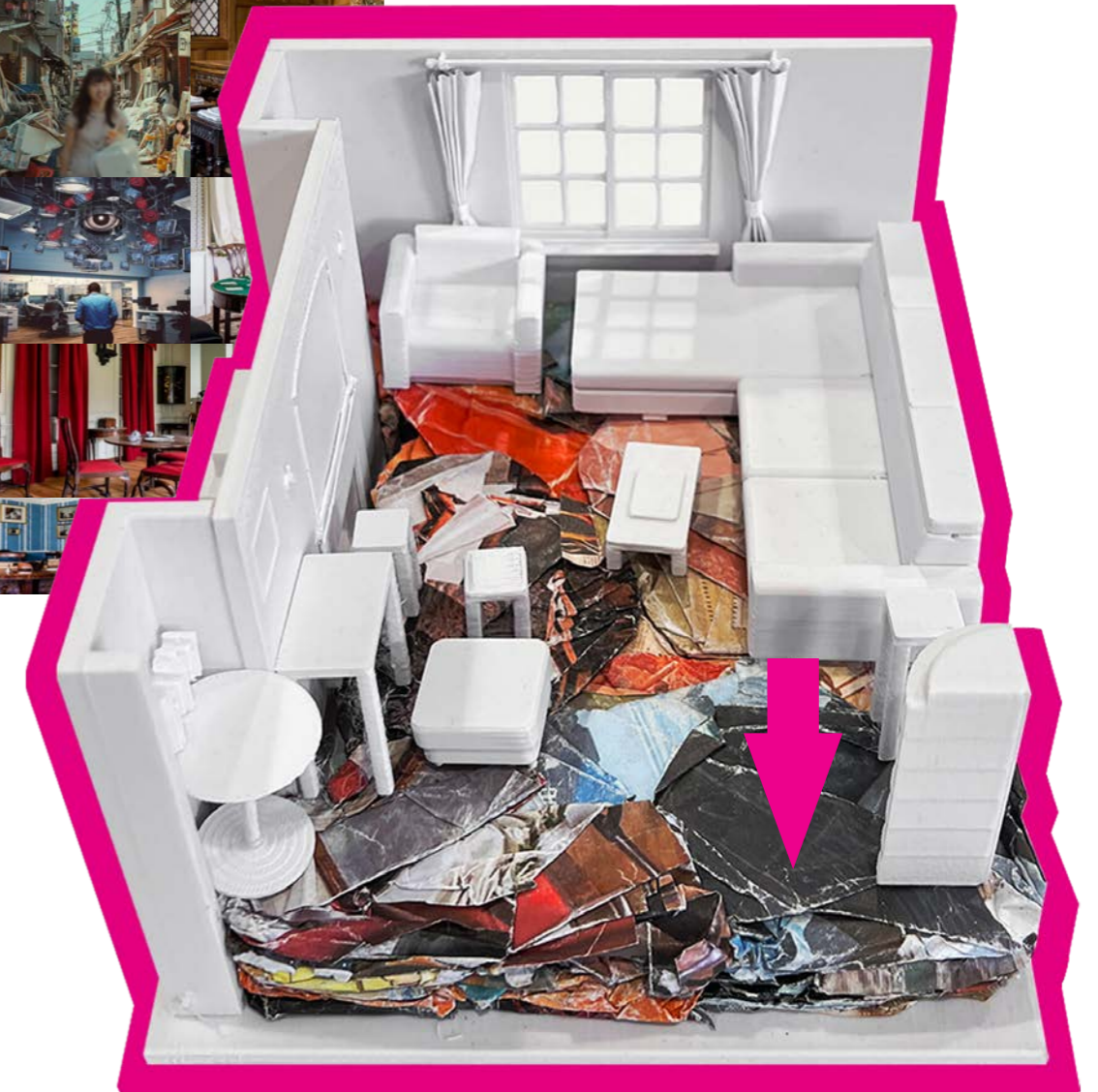
The living room that you no longer like will be compressed and padded on the floor, and the old space can be realized in a space, but the available space will become less and less.



I will print out the drawings produced in the exploration project, compress them, and use them in the model to express one of my methods - compression.



INTERACTION BETWEEN PEOPLE AND MODELS



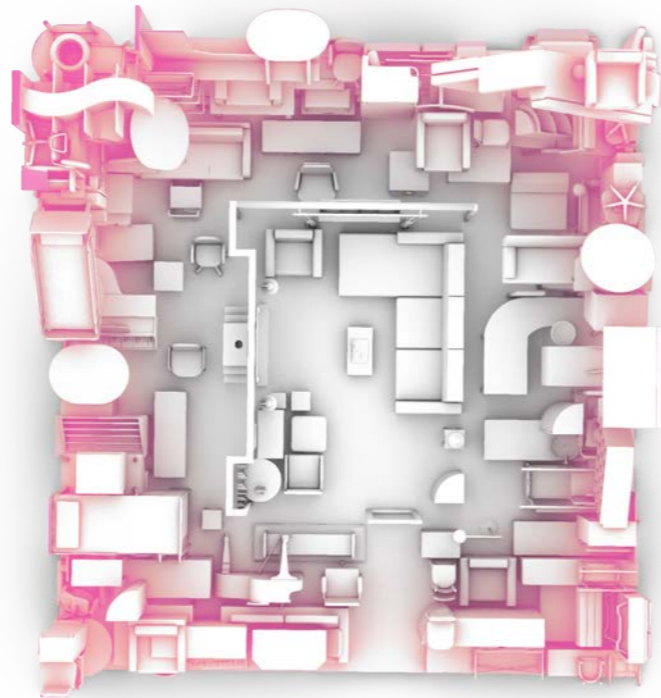
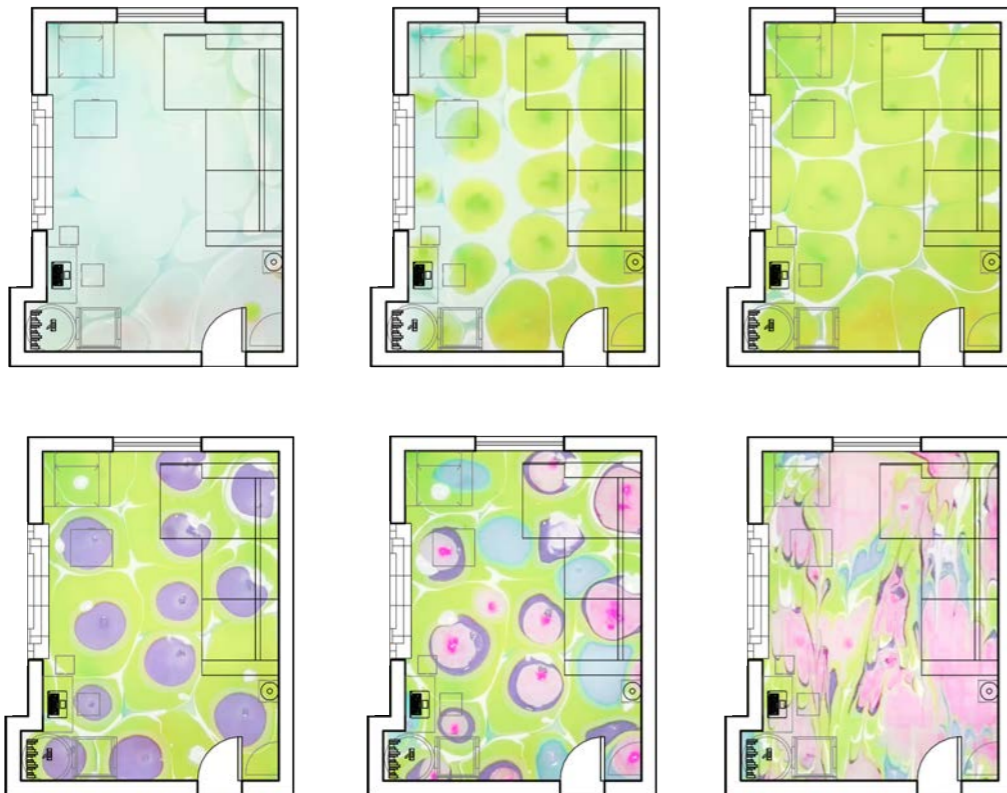
METHOD - DISPLACEMENT



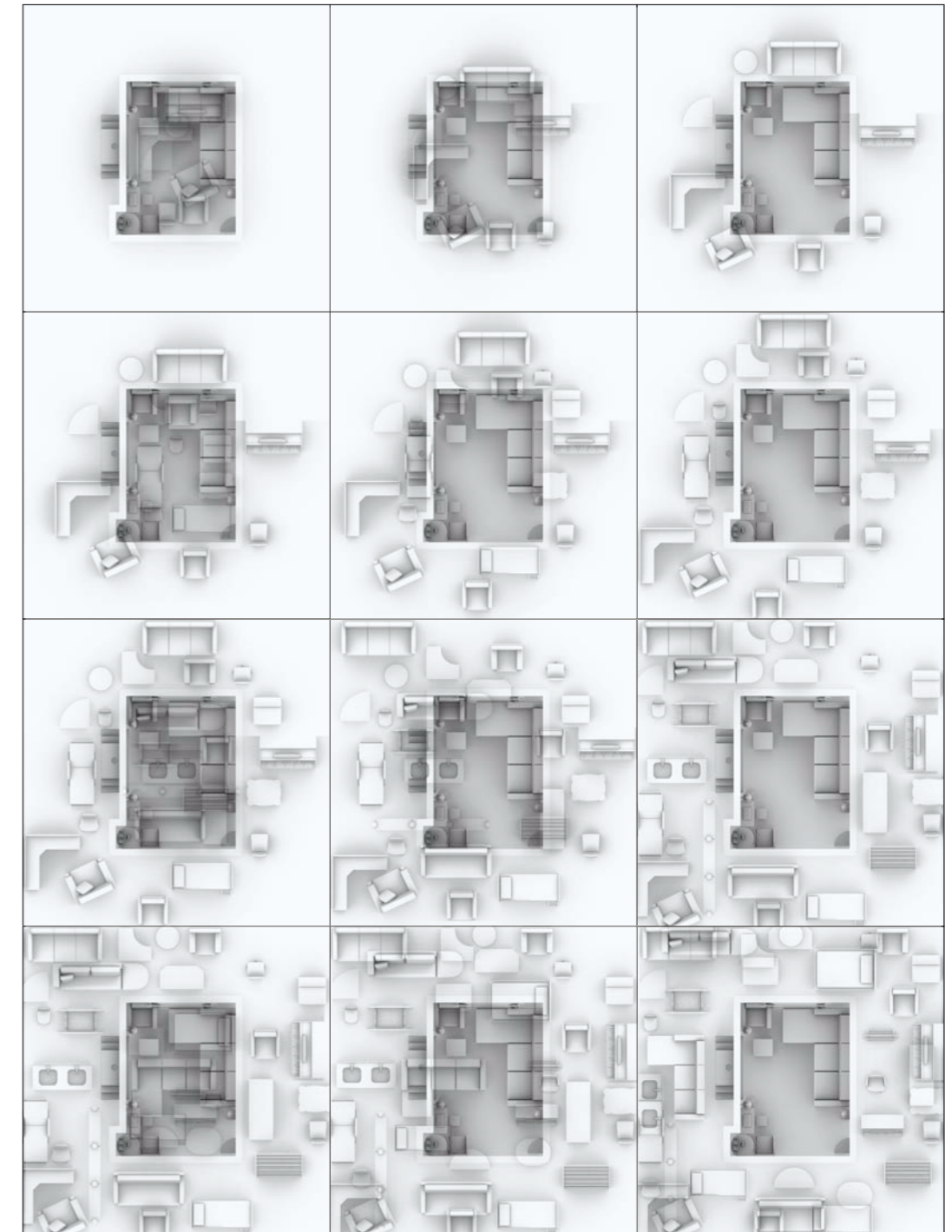
INK DROPPING

If people want to maintain a comfortable living space, people will need more space in addition to living space. Unwanted furniture can be pushed around and, of course, will end up piling up at the edges. This process can be referenced to a process like ink diffusion, where fresh inspiration, like new ink, is dipped into a pool of water, and previous pigments are pushed aside. As a result of the lack of attention, inspiration can drip in continuously, and different inspirations can be remerged.

This will become my second method, displacement.



Like the edge of the ink diffusion, the more complex the edge, the greater the density of the furniture to the edge.

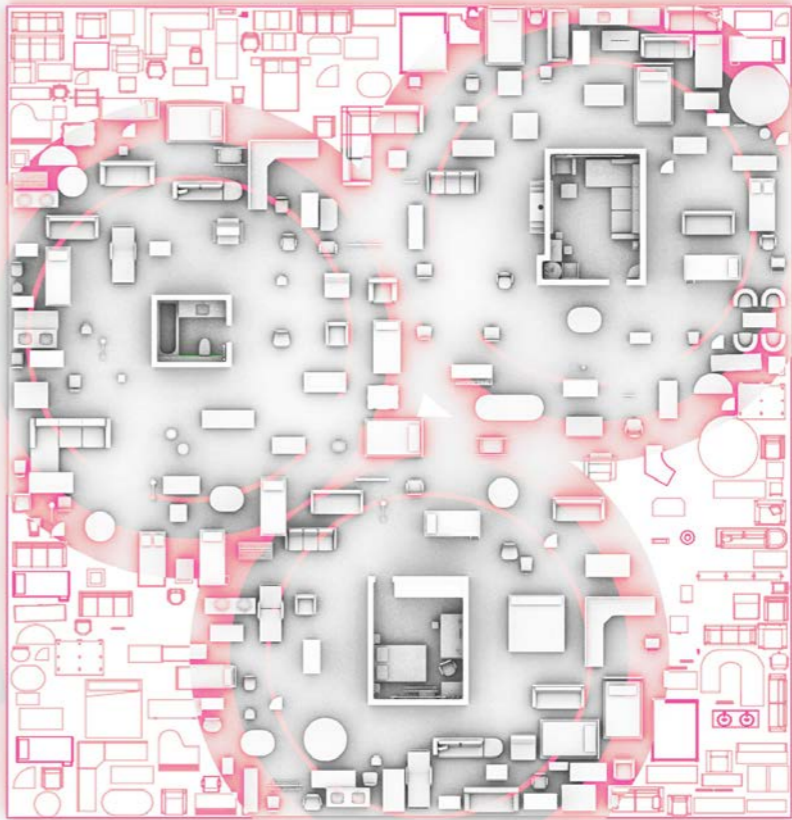
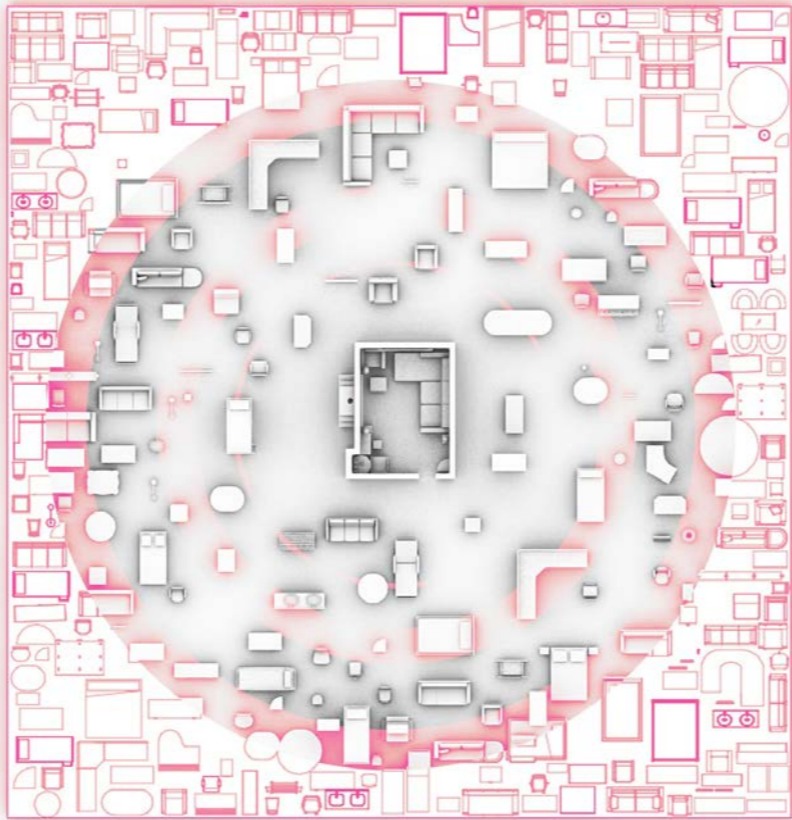


METHOD - DISPLACEMENT



COMFORTABLE LIVING SPACE

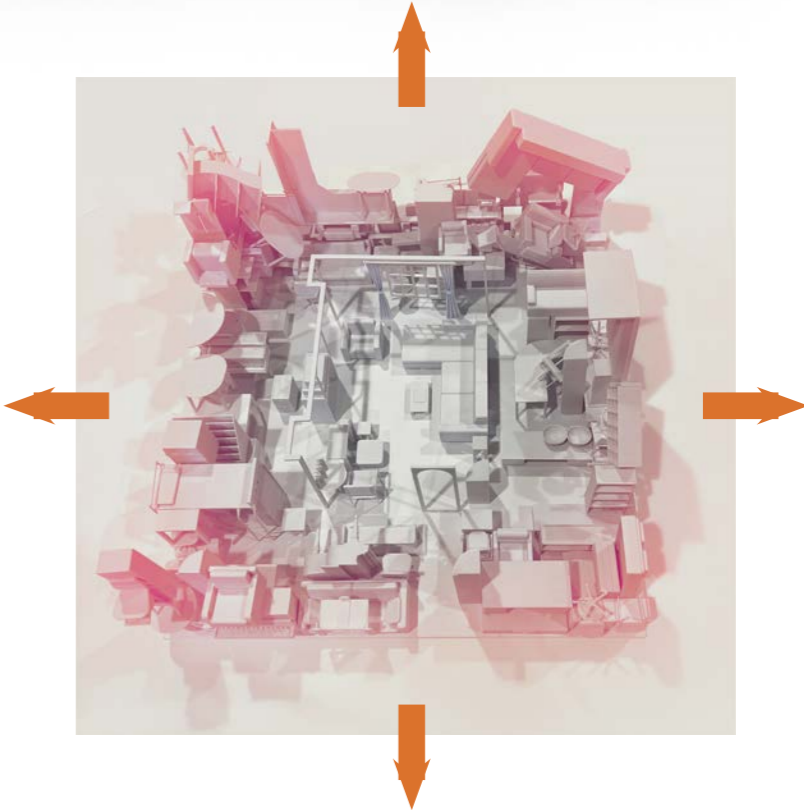
DISPLACEMENT IN A LARGE SPACE



DISPLACEMENT

The second schematic model is also the same as the first one, on the basis of my living room, to build a space about displacement.

VERY DISTINCTIVE PERSPECTIVE



LOW DENSITY - MATERIALS



LOW DENSITY DIAGRAM

The first image is the first unfinished living room plan, the second image the occupants decided to change the style, the new semi-finished design was added, the old was chopped up and compressed to the edges. The same goes for the third and fourth chapters. As more and more new ideas are injected, the style in the room will become more and more fragmented and fused, especially near the edges, where there is a lot of material that is relatively high density compared to the middle.



INFLATABLE MAT
It inflates and deforms like a balloon

FELT
Soft and can be felted reaction, easy to shape

MARSHMALLOW
From sugar to fluffy clouds



SPONGE
Porous compressible material

FOAMED ALUMINIUM
Lightweight and compressible

PAPER
It can be folded to take up more volume



CASE STUDY

A sofa made from compressed, recycled clothes



Randomly stacked drawers, a blend of different styles



A sofa with a movable back

LOW DENSITY

DEFORMABILITY



LOW DENSITY - EMBODIMENTS



THREE REPRESENTATIVE EMBODIMENTS ARE SELECTED

First, origami is a very flexible way to change the function and form of furniture. Second, felt, a material that can be changed at will, compressed into a smaller and more compact volume. Third, the inflatable wall, the inflatable wall is a very light, movable wall, can easily change the layout of the partition.



LOW DENSITY - APPLICATION



MATERIAL CULTURE

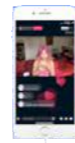
I used AI to feel the spatial atmosphere when low-density materials are used in the living room space.



In the last part, I still use my living room as the carrier to express the low-density space atmosphere and composition mode that I want to express.



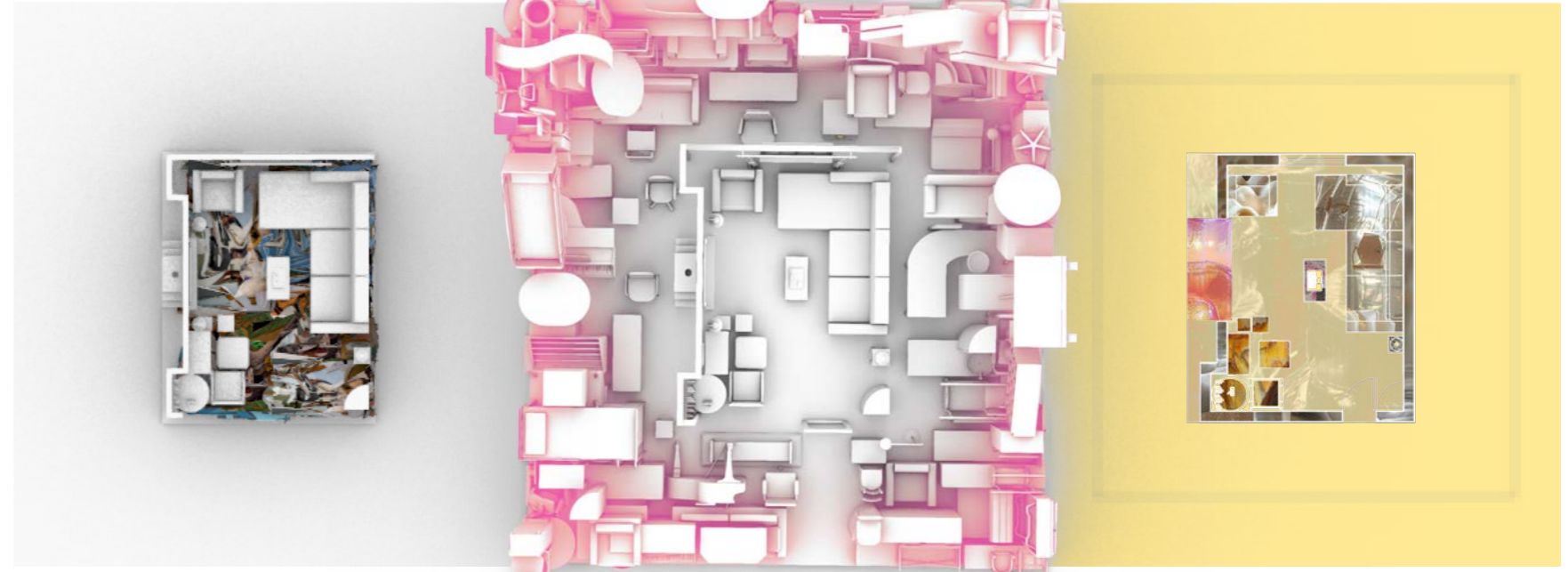
Future Attention Span



Compression

Displacement

Low Density



METHODS AND PROBLEMS

SOLUTION

COMPRESSION

Model The whole 3D printed model, the compressed part is printed out of the drawings generated during the entire project process, compressed into blocks made.

DISPLACEMENT

The whole 3D printed model hides the original living room wall, and can see the magical perspective generated by pushing back. The use of acrylic paint to show the diffusion process of water is also a form of expression of the diffusion mode.

LOW-DENSITY

It is still the same living room, but the use of low-density materials to shape this living room reflects the many different, continuous history of the living room.